

3 Aug 85

KEY.USER 1

```
;TOUCHE layout
;
; PHILIPS P1088 VERSION albert geven
;
;maximum number of TYPEs: 0..31
;each TYPE:
; 0 1 2 3 4 5 6 7
;-----
; 0 0 0 0 1 1 1 1 control key
; 0 0 1 1 0 0 1 1 shift key
; 0 1 0 1 0 1 0 1 alfalock key
;
;0 = normal TYPE MODE
;1 = alfalock TYPE MODE
;2 = shift TYPE MODE
;3 = shift & alfalock TYPE MODE
;4 = control TYPE MODE
;5 = control & alfalock TYPE MODE
;6 = control & shift TYPE MODE
;7 = control & shift & alfalock TYPE MODE
```

```
TYPE0 .EQU 00
TYPE1 .EQU 08
TYPE2 .EQU 10
TYPE3 .EQU 18
TYPE4 .EQU 20
TYPE5 .EQU 28
TYPE6 .EQU 30
TYPE7 .EQU 38
TYPE8 .EQU 40
TYPE9 .EQU 48
TYPE10 .EQU 50
TYPE11 .EQU 58
TYPE12 .EQU 60
TYPE13 .EQU 68
```

; the key type

no alfalock

*shift Ctrl Alt
SF /E /*

36 := SE

3	0011	6010
5	0001	E110
0100		1000

key type:

SE

TYPE	.BYTE 00,00,00,00,00,00,00,00	;all the same	TYPE0
	.BYTE 00,00,01,01,00,00,01,01	;	TYPE1
	.BYTE 20,00,00,20,40,40,40,40	;A..Z	TYPE2
	.BYTE 00,00,10,10,00,00,10,10	;1..9	TYPE3
	.BYTE 00,00,20,20,00,00,20,20	;	TYPE4
	.BYTE 00,00,10,10,63,63,63,63	;8,([TYPE5
	.BYTE 00,00,10,10,64,64,64,64	;9,)],	TYPE6
	.BYTE 00,00,10,10,66,66,66,66	;(<>accolades	TYPE7
	.BYTE 00,00,70,70,00,00,00,00	;0,@	TYPE8
	.BYTE 00,00,19,19,00,00,19,19	;	TYPE9
	.BYTE 00,00,72,72,00,00,72,72	;	TYPE10
	.BYTE 00,00,16,16,00,00,16,16	;	TYPE11
	.BYTE 00,00,05,05,00,00,05,05	;	TYPE12
	.BYTE 00,00,1E,1E,00,00,1E,1E	;	TYPE13

```
;
; N ,A ,S ,SA,C ,CA,CS,CSA
;N=NORMAL
;A=ALFALOCK
;S=SHIFT
;C=CONTROL
```

;If a function has a value greater then C0 it is repeated after
;about half a second.

;The internal number of the function key is

;Value function key - 80 if No auto repeat

;Value function key - C0 if auto repeat

;Add 20 to find the value of the shifted function key

			Function normal,	Function shift,	Auto repeat
ASCITAB	;LINE 0				
	.BYTE 20,TYPE0	;44	;space	space	Yes
	.BYTE 41,TYPE2		;a	A	Yes
	.BYTE 42,TYPE2		;b	B	Yes
	.BYTE 43,TYPE2		;c	C	Yes
	.BYTE 44,TYPE2		;d	D	Yes
	.BYTE 45,TYPE2		;e	E	Yes
	.BYTE 46,TYPE2		;f	F	Yes
	.BYTE 47,TYPE2		;g	G	Yes
	;LINE 1				
	.BYTE 48,TYPE2		;h	H	Yes
	.BYTE 49,TYPE2		;i	I	Yes
	.BYTE 4A,TYPE2		;j	J	Yes
	.BYTE 4B,TYPE2		;k	K	Yes
	.BYTE 4C,TYPE2		;l	L	Yes
	.BYTE 4D,TYPE2		;m	M	Yes
	.BYTE 4E,TYPE2		;n	N	Yes
	.BYTE 4F,TYPE2		;o	O	Yes
	;LINE 2				
	.BYTE 50,TYPE2	24	;p	P	Yes
	.BYTE 51,TYPE2	21	;q	Q	Yes
	.BYTE 52,TYPE2	22	;r	R	Yes
	.BYTE 53,TYPE2	23	;s	S	Yes
	.BYTE 54,TYPE2	24	;t	T	Yes
	.BYTE 55,TYPE2	25	;u	U	Yes
	.BYTE 56,TYPE2	26	;v	V	Yes
	.BYTE 57,TYPE2	27	;w	W	Yes
	;LINE 3				
	.BYTE 58,TYPE2	34	;x	X	Yes
	.BYTE 59,TYPE2	31	;y	Y	Yes
	.BYTE 5A,TYPE2	32	;z	Z	Yes
	.BYTE 0D,TYPE0	33	;Return	Return	Yes
	.BYTE 8C,TYPE4	34	;Tab		No
	.BYTE 97,TYPE4	35	;Function 17		No
	.BYTE 36,TYPE3	36	;6		Yes
	.BYTE 1B,TYPE0	37	;Esc		Yes
	;LINE 4				
	.BYTE 30,TYPE8	;0		@	Yes
	.BYTE 31,TYPE3	;1		!	Yes
	.BYTE 32,TYPE3	;2		"	Yes
	.BYTE 33,TYPE3	;3			Yes
	.BYTE 34,TYPE3	;4		\$	Yes
	.BYTE 35,TYPE3	;5		%	Yes
	.BYTE 36,TYPE3	;6		&	Yes
	.BYTE 37,TYPE3	;7		'	Yes

→

↑

— & underscore 37

;LINE 5			
.BYTE 38,TYPE5	;8	(Yes
.BYTE 39,TYPE6	;9)	Yes
.BYTE 3A,TYPE3	::	*	Yes
.BYTE 3B,TYPE3	::	+	Yes
.BYTE 2C,TYPE7	;,	<	Yes
.BYTE 2D,TYPE3	; -	=	Yes
.BYTE 2E,TYPE7	;.	>	Yes
.BYTE 2F,TYPE3	; /	?	Yes

;LINE 6			
.BYTE 0,TYPE0	;-----		
.BYTE MODKEY,TYPE0	;The function layout changes with the		
	aid of this switch.		No
.BYTE 84,TYPE4	;Direction change, Home		No
.BYTE 90,TYPE4	;Function 10	Function 30	No
.BYTE 0CB,TYPE4	;Cursor right	Cursor right	Yes
.BYTE 99,TYPE4	; 19	39	No
.BYTE 96,TYPE4	; 16	36	No
.BYTE 98,TYPE4	; 18	38	No

;LINE 7			
.BYTE 82,TYPE4	;Previous page,		No
.BYTE 0C6,TYPE4	;Cursor up,	Cursor up	Yes
.BYTE 0C7,TYPE4	;Cursor down,	Cursor down	Yes
.BYTE 8A,TYPE4	;Next page		No
.BYTE 91,TYPE4	; 11	31	No
.BYTE 93,TYPE4	; 13	33	No
.BYTE 92,TYPE4	; 12	32	No
.BYTE 94,TYPE4	; 14	34	No

;LINE 8			
.BYTE 0C8,TYPE4	;Insert Character	Insert TYPE	Yes
.BYTE 85,TYPE4	;Word move,		No
.BYTE 0,TYPE0	;-----		
.BYTE 0,TYPE0	;-----		
.BYTE 0C3,TYPE4	;Cursor left,	Cursor left	Yes
.BYTE 95,TYPE4	; 15	35	No
.BYTE 3,TYPE0	;Etx	Etx	Yes
.BYTE 0C0,TYPE4	;Delete Character,	Delete TYPE	Yes

;LINE 9		
.BYTE ALFKEY,TYPE0	;Alfa switch	
.BYTE 0D0,TYPE0	;Delete	
		Yes

```
;LINE 0A (no key on this line)
;LINE 0B (shiftkeys)
;LINE 0C (control key)
;LINE 0D (no key on this line)
;LINE 0E (no key on this line)
;LINE 0F ALFALOCK LAMP
```

;Every function is terminated with 00. There are about 5 bytes per function available.

```
;EDTBLE1      Edit table 1
A00 .BYTE 02,00 ;delete character
A01 .BYTE 1B,42,00 ;begin line
```

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A02 .BYTE 1B,4F,00 ;previous page
A03 .BYTE 08,00 ;left arrow
A04 .BYTE 1B,58,00 ;change edit direction
A05 .BYTE 1B,57,00 ;word move
A06 .BYTE 0F,00 ;cursor up
A07 .BYTE 0C,00 ;cursor down
A08 .BYTE 05,00 ;insert character
A09 .BYTE 1B,42,00 ;end line
A0A .BYTE 1B,50,00 ;next page
A0B .BYTE 15,00 ;cursor right
A0C .BYTE 09,00 ;tab
A0D .BYTE 1B,55,00 ;scroll until cursor on top of screen
A0E .BYTE 1B,47,00 ;get same character again
A0F .BYTE 3A,3D,00 ;Pascal assign :=
;FUTBLE1      Function table 1
A10 .BYTE 18,00 ;Del
A11 .BYTE 1B,37,00 ;Esc 7
A12 .BYTE 1B,34,00 ;Esc 4
A13 .BYTE 1B,31,00 ;Esc 1
A14 .BYTE 1B,54,00 ;take up
A15 .BYTE 1B,38,00 ;Esc 8
A16 .BYTE 1B,35,00 ;Esc 5
A17 .BYTE 1B,32,00 ;Esc 2
A18 .BYTE 1B,4E,00 ;Next
A19 .BYTE 1B,56,00 ;Verify
A1A .BYTE 1B,36,00 ;Esc 6
A1B .BYTE 1B,33,00 ;Esc 3
A1C .BYTE 1B,52,00 ;Record
A1D .BYTE 00 ;CHEKEY
A1E .BYTE 00 ;ALFKEY
A1F .BYTE 00 ;MODKEY
;EDTBLE2      Edit table 2
B00 .BYTE 1B,44,00 ;Delete
B01 .BYTE 1B,09,00 ;Begin of screen, Column 1
B02 .BYTE "#","5",":","?" ;#5:?
B03 .BYTE 00
B04 .BYTE 1B,48,00 ;Home
B05 .BYTE 00
B06 .BYTE 00
B07 .BYTE 00
B08 .BYTE 1B,49,00 ;Insert
B09 .BYTE 00
B0A .BYTE 00
B0B .BYTE 00
B0C .BYTE 00
B0D .BYTE 1B,56,00 ;Verify
B0E .BYTE 1B,67,00 ;Get character
B0F .BYTE 00
;FUTBLE2      Function Table 2
B10 .BYTE 08,00 ;Backspace
B11 .BYTE 37,00 ;7
B12 .BYTE 34,00 ;4
B13 .BYTE 31,00 ;1
B14 .BYTE 30,00 ;0
B15 .BYTE 38,00 ;8
B16 .BYTE 35,00 ;5
B17 .BYTE 32,00 ;2
B18 .BYTE 2E,00 ;.

```

```

B19      .BYTE 39,00      ;9
B1A      .BYTE 36,00      ;6
B1B      .BYTE 33,00      ;3
B1C      .BYTE 2C,00      ;,
B1D      .BYTE 00         ;CHEKEY
B1E      .BYTE 00         ;ALFKEY
B1F      .BYTE 00         ;MODKEY
;EDTBLE3      Edit Table 3
C00      .BYTE 04,00      ;Delete Char
C01      .BYTE 00
C02      .BYTE 00
C03      .BYTE 08,00      ;Cursor left
C04      .BYTE 1B,"@",00  ;Home and Clear
C05      .BYTE 0E,00      ;
C06      .BYTE 0F,00      ;Cursor up
C07      .BYTE 0C,00      ;Cursor down
C08      .BYTE 09,00      ;Insert Char
C09      .BYTE 1B,"E",00  ;Clear to end of line
C0A      .BYTE 1B,"F",00  ;Clear to end of screen
C0B      .BYTE 15,00      ;Cursor right
C0C      .BYTE 09,00      ;Tab
C0D      .BYTE 13,00      ;Stop
C0E      .BYTE "L","I","S","T",00      ;LIST
C0F      .BYTE 3A,3D      ;:=
;FUTBLE3      Function Table 3
C10      .BYTE 00
C11      .ASCII "CALL-151"
          .BYTE 00
C12      .BYTE 00
C13      .ASCII "CATALOG "
          .BYTE 00
C14      .ASCII "RUN"
          .BYTE 00
C15      .BYTE 00
C16      .BYTE 00
C17      .ASCII "DELETE "
          .BYTE 00
C18      .ASCII "LOAD"
          .BYTE 00
C19      .BYTE 00
C1A      .BYTE 00
C1B      .ASCII "LOCK "
          .BYTE 00
C1C      .ASCII "SAVE"
          .BYTE 00
C1D      .BYTE 00         ;CHEKEY
C1E      .BYTE 00         ;ALFKEY
C1F      .BYTE 00         ;MODKEY
;EDTBLE4      Edit Table 4
D00      .BYTE 00
D01      .BYTE 00
D02      .BYTE 00
D03      .BYTE 1B,"B",00  ;None destructive cursor movement left
D04      .BYTE 00
D05      .BYTE 00
D06      .BYTE 1B,"D",00  ;cursor up
D07      .BYTE 1B,"C",00  ;cursor down
D08      .BYTE 00

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D09      .BYTE 00
D0A      .BYTE 00
D0B      .BYTE 1B,"A",00 ;cursor right
D0C      .BYTE 00
D0D      .BYTE 00
D0E      .BYTE 00
D0F      .BYTE 00
;FUTBLE4      Function Table 4
D10      .BYTE 00
D11      .BYTE 00
D12      .BYTE 00
D13      .ASCII "BOTER"
          .BYTE 00
D14      .BYTE 00
D15      .BYTE 00
D16      .BYTE 00
D17      .ASCII "MELK"
          .BYTE 00
D18      .ASCII "CHE GIRONUMMER : 1112185"
          .BYTE 00
D19      .BYTE 00
D1A      .BYTE 00
D1B      .ASCII "KAAS"
          .BYTE 00
D1C      .ASCII "CONTRIBUTIE AL BETAALD ?"
          .BYTE 00
D1D      .BYTE 00      ;CHEKEY
D1E      .BYTE 00      ;ALFKEY
D1F      .BYTE 00      ;MODKEY

```

```

;TABLE FOR PREPROGRAMMED KEYS TYPE1TABLE,TYPE2TABLE,TYPE3TABLE,TYPE4TABLE
EDTBLE1  .WORD A00,A01,A02,A03,A04,A05,A06,A07,A08,A09,A0A,A0B,A0C,A0D,A0E,A0F
FUTBLE1  .WORD A10,A11,A12,A13,A14,A15,A16,A17,A18,A19,A1A,A1B,A1C,A1D,A1E,A1F
EDTBLE2  .WORD B00,B01,B02,B03,B04,B05,B06,B07,B08,B09,B0A,B0B,B0C,B0D,B0E,B0F
FUTBLE2  .WORD B10,B11,B12,B13,B14,B15,B16,B17,B18,B19,B1A,B1B,B1C,B1D,B1E,B1F
EDTBLE3  .WORD C00,C01,C02,C03,C04,C05,C06,C07,C08,C09,C0A,C0B,C0C,C0D,C0E,C0F
FUTBLE3  .WORD C10,C11,C12,C13,C14,C15,C16,C17,C18,C19,C1A,C1B,C1C,C1D,C1E,C1F
EDTBLE4  .WORD D00,D01,D02,D03,D04,D05,D06,D07,D08,D09,D0A,D0B,D0C,D0D,D0E,D0F
FUTBLE4  .WORD D10,D11,D12,D13,D14,D15,D16,D17,D18,D19,D1A,D1B,D1C,D1D,D1E,D1F

```

;Every TYPE can be composed with 4 of the 8 tables.

;TYPE Normal Edit, Normal Function, Shift Edit, Shift Function

```

MODE1TABLE  .WORD EDTBLE1,FUTBLE1,EDTBLE2,FUTBLE2
MODE2TABLE  .WORD EDTBLE3,FUTBLE3,EDTBLE4,FUTBLE4
MODE3TABLE  .WORD EDTBLE1,FUTBLE2,EDTBLE2,FUTBLE1
MODE4TABLE  .WORD EDTBLE3,FUTBLE4,EDTBLE4,FUTBLE3

```

```

NEGATIVESTROBE .EQU TRUE      ;TRUE=STROBE NEGATIVE
REPEATKEYAVAIL .EQU FALSE     ;TRUE=REPEATKEY
STARTALFALOCK  .EQU TRUE      ;TRUE=START IN ALFALOCK TYPE
STARTMODE      .EQU 0         ;START AT LABEL MODE1TABLE
AUTOREPEAT     .EQU TRUE      ;TRUE=AUTO REPEAT DESIRED

ALFALOCKLAMP   .EQU 0F        ;ALFALOCK LAMP IN MATRIX LINE 0F
SHIFTKEY       .EQU 0B        ;SHIFTKEY IN MATRIX LINE 0B
CONTROLKEY     .EQU 0C        ;CONTROLKEY IN MATRIX LINE 0C
LASTSCANLINE   .EQU 0A        ;HIGHEST LINENUMBER WITH KEYS

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.IF REPEATKEYAVAIL
NORMALREPEATKEY .EQU 0D
.ENDC

;REPEATKEY IN MATRIX LINE 0D

; .BYTE 81,TYPE4	;Begin of line,	Begin of screen	No
; .BYTE 89,TYPE4	;End of line		No
; .BYTE 8E,TYPE4	;Get Char again	Get Char	No
; .BYTE 8D,TYPE4	;Uptop	Verify	No
; .BYTE 5C,TYPE4	;\		Yes
; .BYTE 3D,TYPE11	;=	+	Yes
; .BYTE 5B,TYPE4	;[{	Yes
; .BYTE 27,TYPE12	;'	"	Yes
; .BYTE 8F,TYPE4	;:=		No
; .BYTE 5D,TYPE4	;]	}	Yes
; .BYTE 60,TYPE13	;`	~	Yes
; .BYTE CHEKEY,TYPE0	;Shows in which TYPE the keyboard is		
; .BYTE 9B,TYPE4	; 1B	3B	No
; .BYTE 9C,TYPE4	; 1C	3C	No
;			